PARKER

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super Cobra™

FOR THE MATTEL® INTELLIVISION™ VIDEO GAME SYSTEM

SUPER COBRA game graphics © 1983 Konami Industry Co., Ltd.
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OBJECT

Brush off your ace piloting skills because you're about to take off on a hair-raising adventure: air surveillance of enemy territory. This means an 11,000 mile obstacle course through ever-changing terrain. . . over craggy mountain tops, around tall city buildings, through long jagged tunnels. And that isn't all! The course is just rigged with chopper-stopping weapons like igniting rockets, heavy ground artillery, flobbynoids and flying saucers.

Every 1,000 miles of terrain brings ever-increasing challenges and ever-certain. . . danger. But a handsome payoff lies at the end of the course for anyone who's got what it takes.

SETTING THE CONSOLE CONTROLS

1. Make sure the cartridge is placed firmly into the cartridge slot.
2. Turn the ON/OFF switch to ON. You'll see "PARKER BROTHERS PRESENTS Konami's SUPER COBRA".
3. Press the keypad button on either hand-held controller. You'll see "PLAYERS?".
4. Press either no. 1 or no. 2, depending on whether you're playing a 1- or 2-player game.
5. Then you'll see "LEVEL?". Press the number of the level at which you wish to play. (See GAME SELECTION).
6. Press any keypad button to start the action.

NOTES: At any time during the game, you may press RESET to begin again, starting with the level and number of players options.

THE AUTOMATIC PILOT: If you'd like to review the entire obstacle course before actually playing the game, you may do so by pressing keypad button no. 5 when you see "LEVEL?".

Super Cobra
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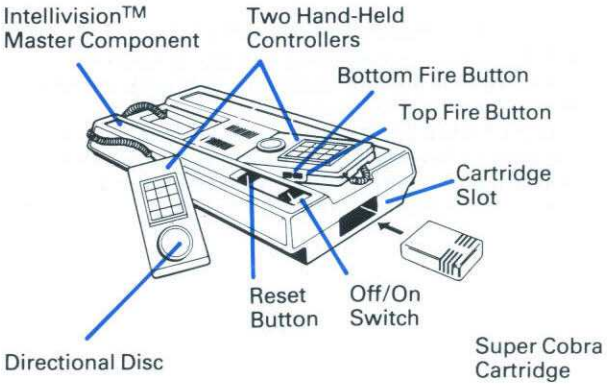
THE HAND-HELD CONTROLLERS

Use the directional disc on the hand-held controller to fly your chopper up, down, and to the right. When you fly left, the chopper "hovers".

To fire chopper bullets: press either top fire button OR press keypad button no. 1.

To drop bombs: press either bottom fire button OR press keypad no. 3.



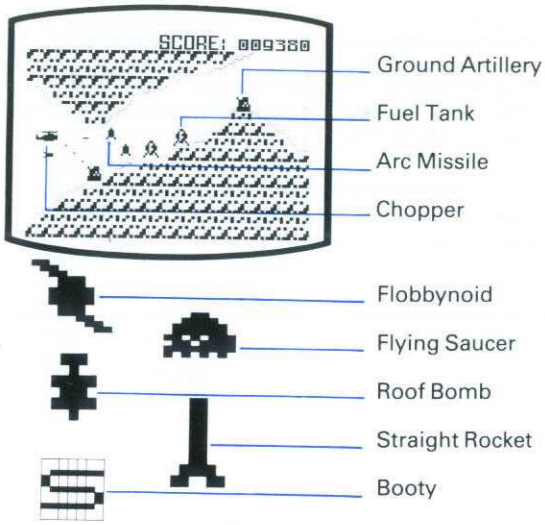
The remaining keypad buttons also activate the chopper's firing systems (bullets and bombs). Some ace chopper pilots, however, recommend that you use the fire buttons and keypads no. 1 and no. 3 for accurate firing control.

PLAYING

As soon as the game begins, start to fly your chopper down screen to the right. The object is to avoid the obstacles that border around the chopper's air route in order to gain mileage. Hit an obstacle, and the chopper goes down.

In addition to gaining mileage, try to shoot down for points the weapons scattered throughout the course. You'll find six different types of weapons: ground artillery, straight rockets, arc missiles, flobbynoids, roof bombs, and flying saucers. The type of weapon you'll find and whether it's activated or not will depend on the level at which you're playing. Just remember: dodge its fire, don't run your chopper into it, and try to shoot it down for points.

When you lose a chopper, the next one comes up close to where the last one went down.



FUEL TANKS

Your fuel monitor is at the top of the screen. Keep an eye on it because if your fuel runs out, your chopper is out of luck. You can replenish your fuel supply by hitting a fuel tank with chopper fire. As the fuel depletes to a dangerous level, you'll see "FUEL CRITICAL". This tells you to hit a tank fast in order to keep flying.

THE OBSTACLE COURSE

The obstacle course is made up of 11 different sections of terrain. Every time your chopper enters a new section of terrain, the screen will show that you've cleared another 1,000 miles.

Each section of the obstacle course shows not only different terrain – tunnels, city buildings, or mountains – but also displays various combinations of active and inactive weapons. Here's a rundown of what you'll encounter in each section:

Section 1:	straight rockets, ground artillery active.
Section 2:	arc missiles, ground artillery active.
Section 3:	ground artillery, flobbynoids active; straight rockets inactive
Section 4:	ground artillery, flobbynoids active; straight rockets inactive
Section 5:	ground artillery, roof bombs active
Section 6:	ground artillery, straight rockets active
Section 7:	ground artillery, straight rockets active
Section 8:	ground artillery, flying saucers active; straight rockets inactive
Section 9:	ground artillery, arc missiles active, straight rockets inactive
Section 10:	ground artillery, straight rockets active
Section 11:	Here's where the booty lies. Ground artillery and arc missiles active

NOTE: Fuel tanks are found in all sections.

THE BOOTY

When you reach Section 11, the object is to pick up the booty by swooping down and landing on it. If you can accomplish this and reach the end of the course, you'll see "CONGRATULATIONS". In a moment, you'll begin again at Section 1.

If you should pass over the booty without picking it up, you'll see "CHALLENGE AGAIN". This means you'll go back to the beginning of Section 11 with no loss of helicopter.

END OF GAME

The game ends when you run out of choppers.

If you press ENTER while "GAME OVER" and the score is being displayed, you'll start again at the same section where the last chopper went down. Your score, however, will be reset at zero.

NOTE: If "GAME OVER" is displayed for more than 30 seconds, you'll get AUTOMATIC PILOT.

To play again beginning with game options: press any keypad button except ENTER.

TWO-PLAYER GAMES

In a two-player game, the left player goes first; players alternate turns. Your turn ends when you lose a chopper. The game ends once both players have lost their last chopper.

SCORING

Hitting a fuel tank .....100 points
Hitting ground artillery .....100 points
Hitting a straight rocket .....100 points
Hitting an arc missile .....100 points
Hitting a flobbynoid .....100 points
Hitting a roof bomb .....100 points
Hitting a flying saucer .....100 points
Points also accumulate for mileage .....140-180 per 1,000 miles cleared.

GAME SELECTION

Levels	No. of choppers	terrain
1	9	wide air route
2	6	narrow air route
3	6	narrow air route
4	6	narrowest air route

IMPORTANT NOTE

The colours seen on your T.V. Set may not be identical to those shown in this booklet. This is due to the type of T.V. Receiver used and **does not** mean your cartridge is faulty.

IN CASE OF DIFFICULTY USING THIS PRODUCT, PLEASE CONTACT YOUR NEAREST CONSUMER RESPONSE DEPARTMENT

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